Krutik Parikh

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Summary

- Enthusiastic Computer Systems Technology student eager to contribute to team success through hard work, attention to detail and excellent organizational skills.
- Motivated to learn, grow, and excel in industry.
- Adept at coding, testing, and debugging in various programming languages.
- Seeking opportunity to leverage technical, analytical skills acquired through collegiate and polishing great programming skills through project studies in a relevant IT environment.
- An approachable individual with outstanding interpersonal and communication skills.
- A quick learner who has been consistently cited for the ability to adapt easily to advances in technology.

SKILLS

Tools: Android Studio, XCode, Oracle SQL Developer, GIT, Putty, Visual Studio Code, R-Studio, Eclipse, Visual Studio IDE, PyCharm, IntelliJ IDEA, Notepad++

Languages: Java, JavaScript, TypeScript C# .Net-Core, PHP, Python, R, Swift, Kotlin, HTML, CSS, XML, JSON, Hands-on C/C++

Library: Bootstrap, React, React-Native, Angular, GraphQl, Hadoop, Entity Framework

Design Patterns: MVC, MVVM

Operating Systems: Android, IOS, Windows, MAC, Linux

Database: SQL Server, MySql, MongoDB, Oracle, NoSQL, SQLite

Operating Systems: Android, IOS, Windows, MAC, Linux

AWS (Amazon Web Service): S3, DynamoDB, Amplify, AppSync, Sage Maker, Cognito, Elasticsearch

GCP (Google Cloud Platform): Firebase, Cloud Function, Firestore, Storage, Collab

Other: Shell Scripting, Node, Cocoa pods, Microsoft Office Products and Tools, REST-API, Unit Testing, Integration Testing

Experience

August 2020 – Present
React-Native Developer
Freelancing, Brampton

Server-less E-Commerce Mobile App build for the client in India to attract more customer and business. This app doesn't only focus on Customer but also focus on B2B so you can get certain amount of discount on bulk order.

- I have used React-Native Framework for developing app that supports both Android and IOS platform.
- Created several pages using the react-navigation and used firebase auth library for phone verification to enhance more security.
- Implemented Redux for the state management for unidirectional flow which further integrate with React-Native Firebase library for user actions.
- ES6 version of Javascript is used to manage the class and function-based react components
- Payment processing is done by stripe as per developer version.
- Admin-Panel is created in React JS to CRUD Product and get user information which also includes order tracking which is hosted using Netlify

Technologies used – React, React-Native, Redux, Stripe, Visual Studio Code, Firebase, JavaScript, Moment, Agile, Netlify and Node as package manager, Manual UI testing.
GitHub - [ShopApp](#)

October 2020 – October 2020

iOS Developer

Volunteer, Brampton

IOS game which is build for final project in Swift with Sprite-Kit and Physics Body which shoots the enemy ship and user ship will have 3 life every time it collides it loose one and to run the spaceship it needs to get fuel which extends 15 sec.

- User will have a space ship which will have 3 lives and 60 sec of fuel to survive which is created using the timer and timer is called into non-collision body.
- Four physics body created which randomly spawns enemy and after every 5th enemy Fuel will spawn from top which extends the timer for 15 sec which I have created in such a way that when user collide with fuel it will extends the timer and if user space ship collides with enemy ship it will deduct one life.
- Enemy space-ship will spawn faster after some decided point and also it will randomly spawn from the top using the acr4random.
- Written Unit test covering 50-60% of app Excluding View-Controller which has no use for this Game.

Future vision – I will add user login with firebase and it will save their score to their account
Technologies used – Swift, XCode, Cocoa Pods, Sprite-Kit, Physics Body, XCTest
GitHub – Swift-Sprite Kit

October 2020 – November 2020

Android Developer

Volunteer, Brampton

Simple Quiz app developed with Kotlin and Jetpack Libraries to show case my skills. Which allows user to answer several random question users will have only 1 attempt to choose the correct answer if its wrong user will redirect to the home page and user can re-enter the quiz again.

- Followed the MVVM architecture to build and maintain the app.
- Fragments are used instead of activity for reusability.
- 7 pages are created and navigated using the jetpack Nav library.
- Databinding is used to make the app persistence on all devices including screen rotation and wrapped Constraint layout with Layout for Binding the items.
- Drawer and Option menu is created to navigate and get the hints for the question that is being asked during the quiz provided by Material component.

Technologies used – Kotlin, Android Studio, XML, Jetpack, Databinding, Navigation, MVVM, Fragments
GitHub – Kotlin-Nav

September 2019 – December 2019

Classroom Technologist

Sheridan College, Brampton

Resolving the issues related to the Projector and Student email using Crestron and Service-now and sending completed report to the manager

- Assists Management in selection and retention of software application, support staff and on-going maintenance
- Provide technical consulting on integration of application system to students. Performed email migration for staff and students, resulting in solving huge issue with their emails.
- Developed detailed maintenance schedules for printer's equipment to maximize equipment lifetimes.
- Handled over 50 emails per day to address customer inquiries and concerns

Skill set improved - Communication skills, Organizational skills, Customer Service and Time Management,
Technologies used – Service-now, Crestron

April 2019 – August 2019
C# & .Net Developer
Volunteer, Brampton

Prototype of any Shopping app(E-Commerce) which is created in C# and .Net Core using the Entity Framework.
- Prototype of the E-Commerce web application using the C# for the frontend I have used the HTML, CSS and Bootstrap for more responsive view over Mobile and Web.
- Entity Frame work is used to generate the code for the backend which directly integrate with the MS SQL Server as the primary database.
- App is designed with waterfall methodologies and MVC as the design pattern for more code reusability.
- Test Class and Methods has been written covering 70-80% of application using Testing Tool named as Unit Testing.

Technologies used – HTML, CSS, JQuery, Entity Framework, SQL Server, .Net Core, MVC, Waterfall, Unit Testing
GitHub – C#.Net-Ecomm

Education

Advance Diploma, Sheridan College, Brampton
September 2017 — December 2020

- *Computer Systems Technology – Software Development and Network Engineering.*

Certification

C-DAC (Formerly NCST)
July 2017

- *Core (object-oriented programming) C and C++*